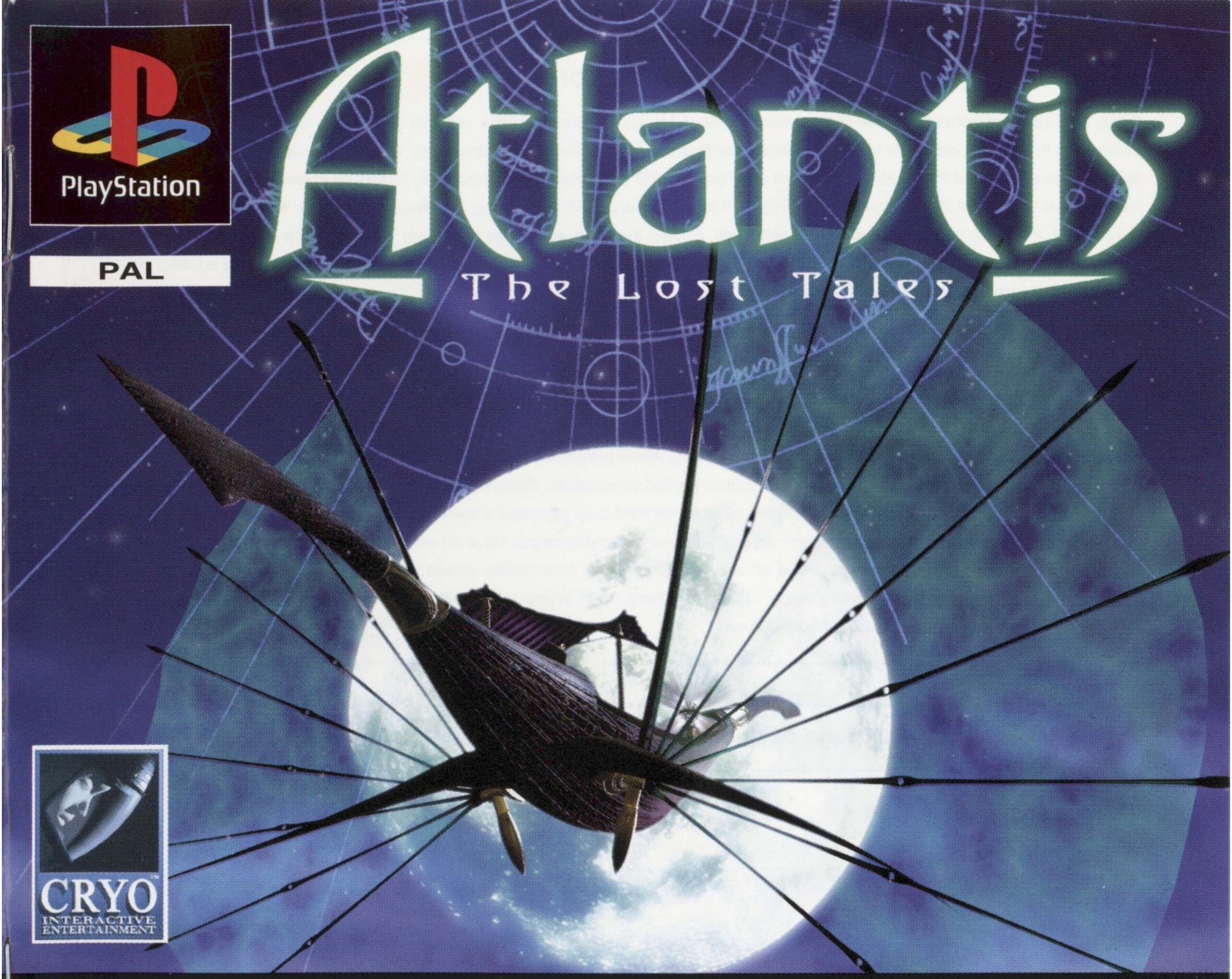
PlayStation

PAL

Atlantis

The Lost Tales



CRYO INTERACTIVE ENTERTAINMENT

PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Numbers.

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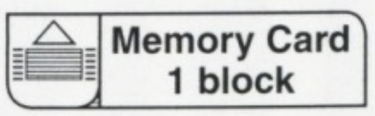

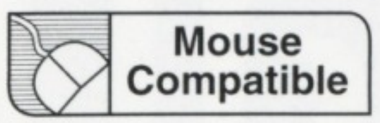

SLES-01605

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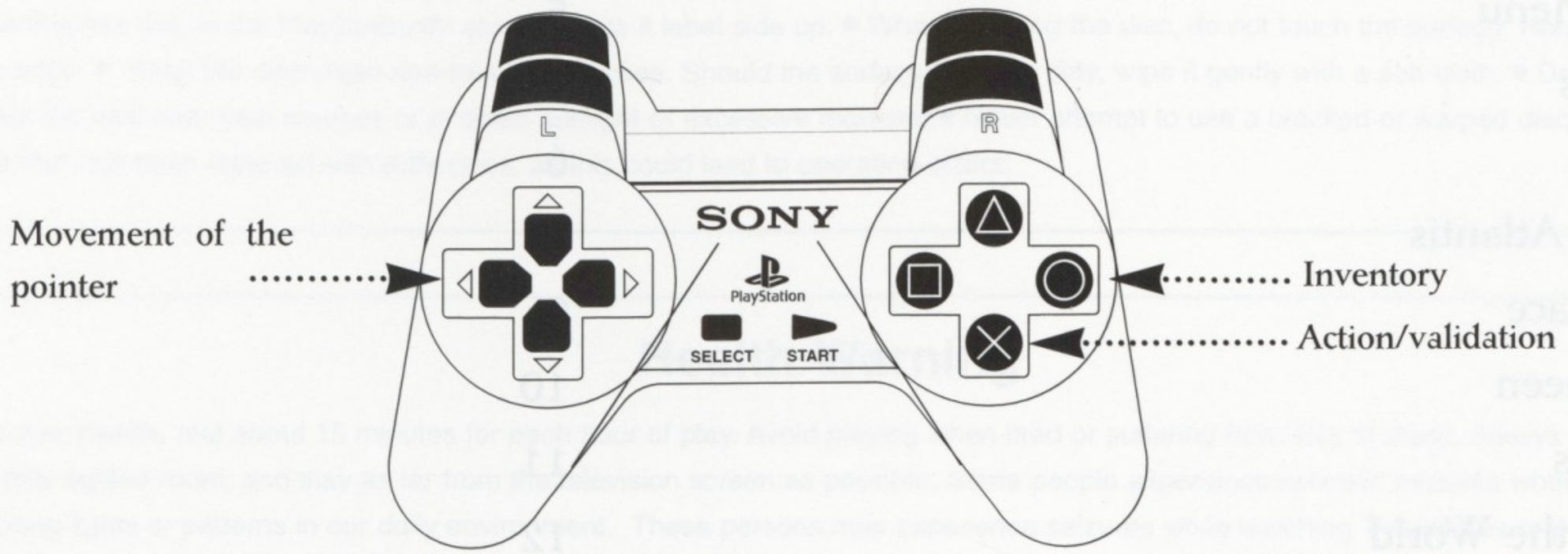
Game

Install your PlayStation® console by following the instructions in the instruction manual. Make sure that the console is switched off before inserting or removing a disc.
Insert the *ATLANTIS, The Lost Tales* disc 1 and close the disc cover. Connect the controller and turn on the PlayStation® console. Follow the instructions on the screen to start to play.
It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on.

Controller



The pointer automatically proposes the actions you can undertake.
To skip a dialogue or a cinematic scene, press the X button.
You can use the mouse for the adventure scenes, but the controller is required for the puzzles and the menus.
With the mouse, one click on the right button opens the inventory. The left button is for validating the actions proposed by the cursor.

Select English subtitles

To select english subtitles, enter the Setup menu and click on subtitles.
Each time you click on Subtitles, you select next possible language.
You can choose among : No subtitles, English, Spanish, Dutch or Swedish.

Main Menu

Move the cursor onto an active zone (the cursor changes) and confirm by pressing the validation button.
You can then start a new game, access the options menu, resume a game, activate the subtitles or visualize the credits.
Just choose!

Options

Move the cursor onto an active zone (the cursor changes) and confirm by pressing the validation button.

Saving a game
By returning to the main menu from the game, you can save the beginning of each chapter. Just follow the indications on the screen and confirm your choices by pressing the validation button. If the memory card is full or unformatted, you will be able to delete a save or format the Memory card. Make sure there are enough free blocks on your Memory card before commencing play.

Loading a game
To continue the game from the point you left it, insert your memory card containing the save and use this menu to load a game. Just follow the indications on the screen and confirm your choices by pressing the validation button.
To use the memory card, it must have at least one available block or a previously existing save of the game.
Each save allows you access to all the chapters that you have already played. You can choose them from the selection of chapters.
During the course of the game, the suggestion will be made that you save each time you start a new chapter of Atlantis, the secret of a forgotten world.

The game:

Type in your name and click on OK, you then enter the wonderful world of Atlantis.
In Atlantis, a cursor appears in the center of the screen whenever an action is possible:

movement cursor: to move, a double click allowing faster movement

interaction cursor: to dialogue with the characters or to activate mechanisms

object cursor: is used to pick up an object when it can be taken.

Seth will need to dialogue with the characters throughout the entire game.
To dialogue with a character, place yourself in front of the character. Once the information cursor appears, validate with X. A list of subjects appears in the form of graphic shapes; click on the subject desired.

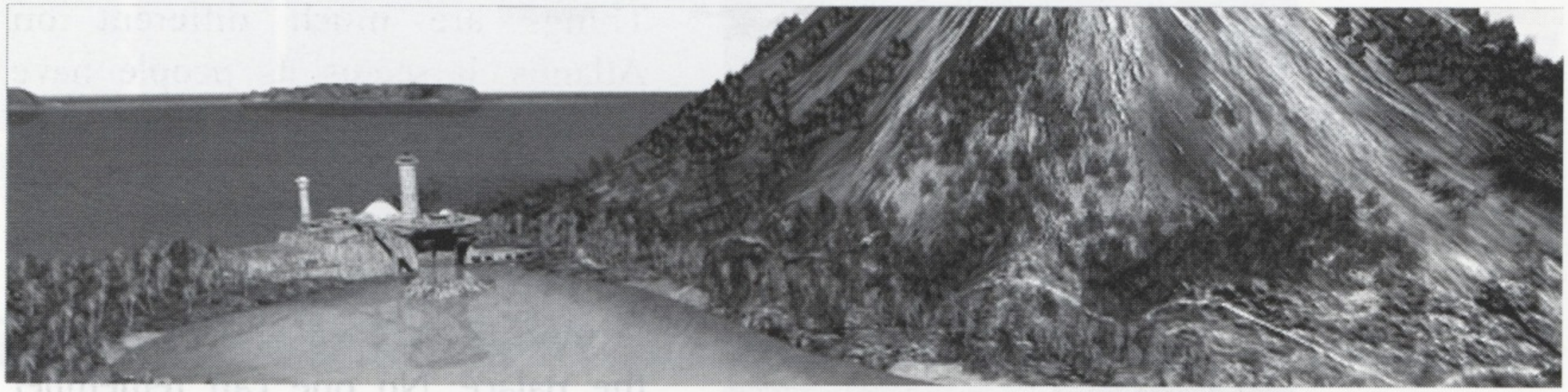
The inventory
Throughout his journey, Seth will have to use objects to solve puzzles and gain the confidence of certain characters. Use the O button to call up the inventory; it is then displayed at the bottom of the screen. Click on one of the objects with X to use it; it is then positioned in the center of the screen.

The pause
Start allows you to activate the pause mode. So make your choice in the menu.

The puzzles
A screen will indicate the controls specific to each puzzle. Read it before starting each of them.

The cinematic scenes
The cinematic scenes will teach you important information. Look at them carefully. It is however possible to pass them by pressing on X.

Life on Atlantis

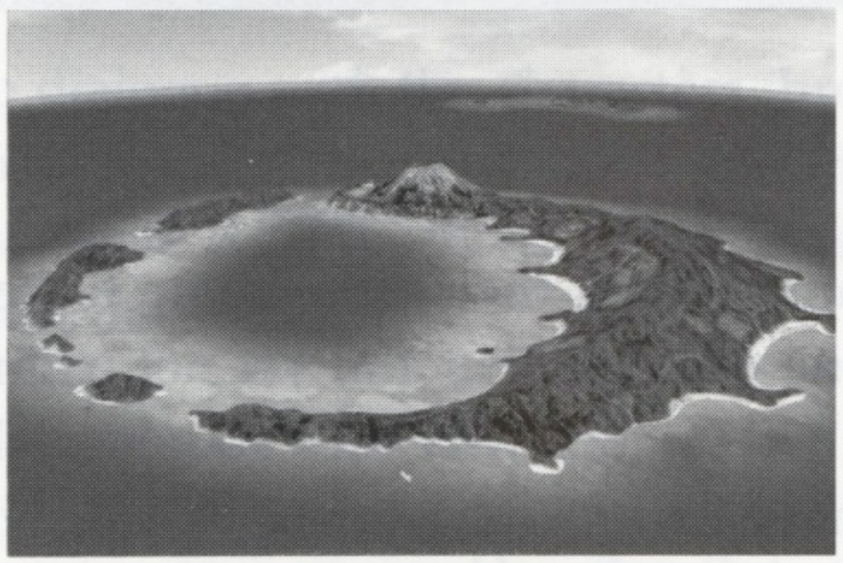


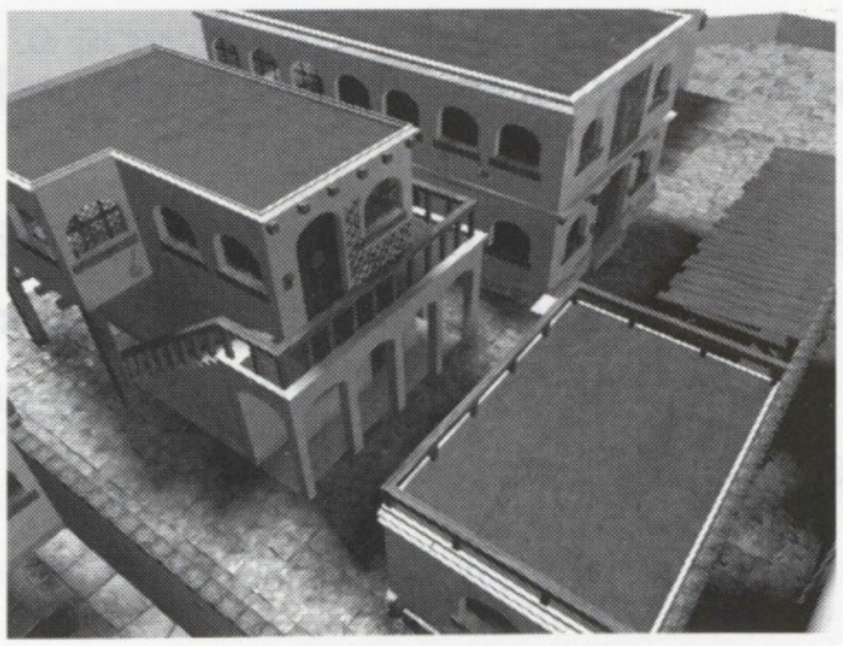
The island of Atlantis lies at the center of one of the world's great oceans. It is small, for that is how the ancestors of today's Atlanteans wished their new home to be. The climate is warm and gentle. A volcano towers at one end, inactive and yet not extinct. That too, the ancestors wished. It is possible that they had no idea why they sought such a place to live; certainly the island's recent generations have had no memory of why or when they settled here.

The People, for that is how they think of themselves, have no knowledge of their history. How long have they existed? How did they come to be? Certainly they are of the same species as the other humans that inhabit the world. Yet they are also very different, and are keenly aware of the difference.

Throughout the rest of the world, mankind struggles to emerge from prehistory. Its ways are harsh.

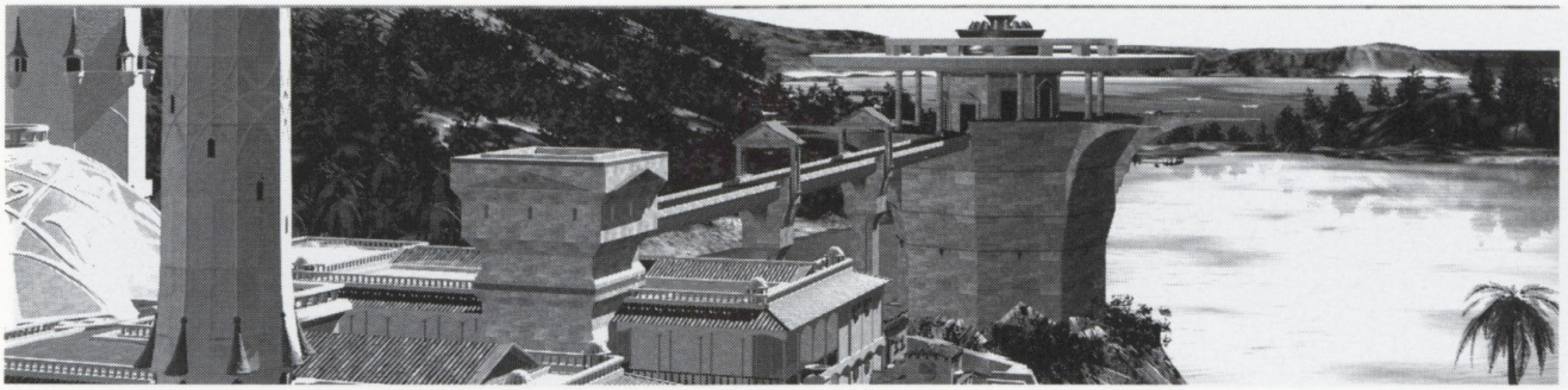
Tribes without number travel east and west, north and south, overrunning one another and being in turn overrun. Many have settled and organized themselves into communities, even states. Small cities are built, taxes levied, systems of law are devised. But such states rarely survive for long; humanity is too young and restless for stability.





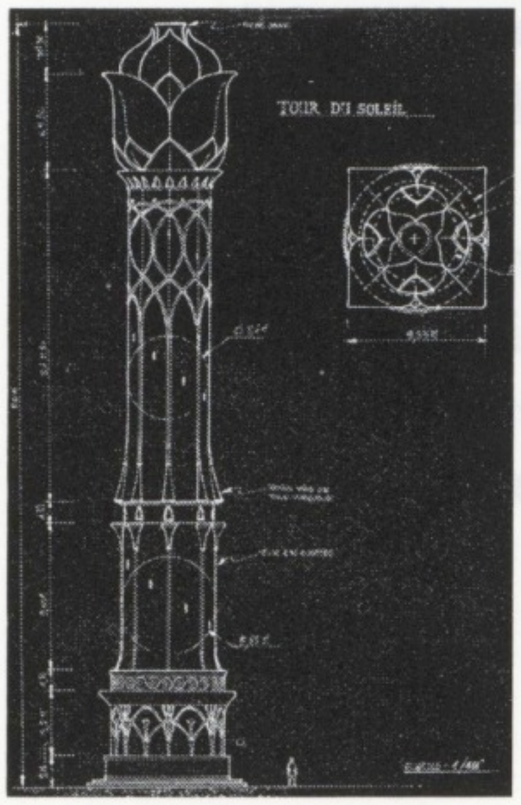
Things are much different on Atlantis. It seems its people have always been there, with their laws, traditions and customs. There is one town, the city of Atlantis, lying beneath the volcano. In fact, it is litt-le more than a village, attached to the palace. No one can remember when the last building was raised, for the Atlanteans choose not to build unless they are forced to. Their population has always been stable and they prefer the houses they have always known. Most of them farm and fish in peace, as their ancestors did. Life is tranquil and geared to the gently changing seasons.

The Palace



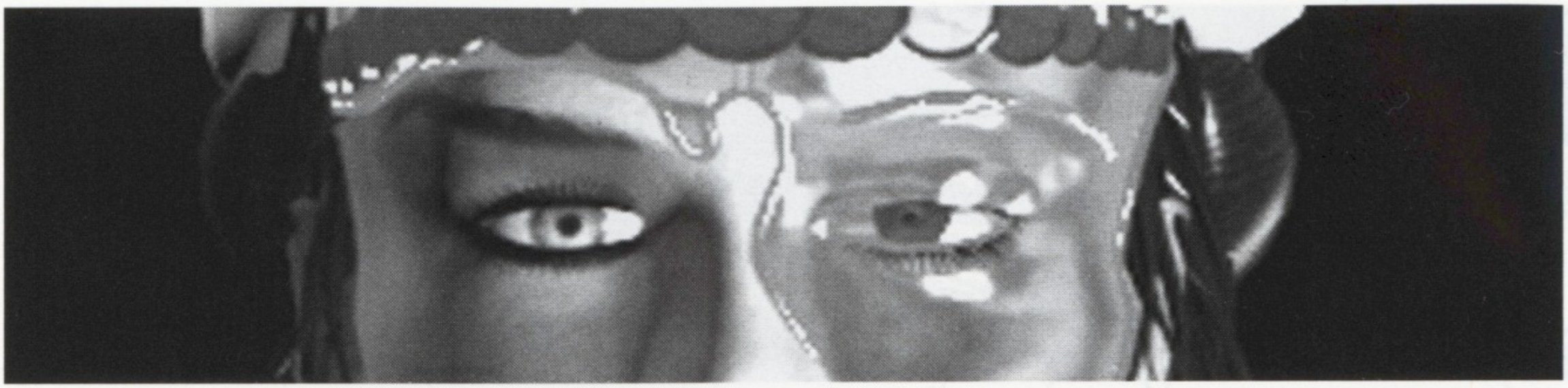
The splendid jewel that is the palace is as old as any building on the island. It is certainly by far the largest and most luxurious. No records exist of its construction. Its many dazzling apartments, including the throne room, the library and the fabled Dolphin Gallery have always been as they are. The same can be said for the Tower of the Moon and the smaller Tower of the Sun. Likewise for the great hangar where the flying boats are moored.

Atlantis does not change. It is said that there are hidden places in the palace, built by the ancestors; but that is no more than rumor, surely. Why should the people have fashioned hidden passages or rooms in the palace? This, after all, is a place of peace and of harmony, where strife and secrecy have no climate of intrigue in which to flourish.



A small town, more a village in fact, lies beside the palace. Palace workers and officials live there.

The Queen



Atlantis has always been ruled by a queen. While the sexes enjoy equal status, it is the womenfolk who tend naturally to take what decisions there are to be made. The current queen is Rhea. She has been monarch for some thirteen years now, and is attended by Creon, her royal consort. Both have their own apartments in the palace. The queen is accompanied by her Companions, young women and men who enjoy several years of life at the palace before returning to the traditional pastimes of their families. During their period of duty, they travel with her majesty and provide her with company. As for the consort, he commands the palace guard and the few soldiers that the island boasts. Their duties are purely honorary, for none can remember an armed conflict between Atlantis and any other people.

The duties of both the monarch and her consort are light indeed. Atlantis requires little or no government; the people are content to live as they always have, in harmony with each other. There is no theft to speak of, and disagreements seem rarely to develop beyond sharp words which are soon forgotten, for all the citizens of Atlantis are provided with occupations, shelter, food, clothing and care.

Festivals

The most notable events in the yearly life of the island are the two Lunar Festivals and the less important Sun Festival. Other great but less frequent occasions are the coronation of a new queen and, of course, the Challenge. The royal consort's position is challenged in the early autumn of every seventh year. During the summer of that year, at the time of the Sun Festival, the Great Games are held, where young women and men compete in athletic events of all kinds.

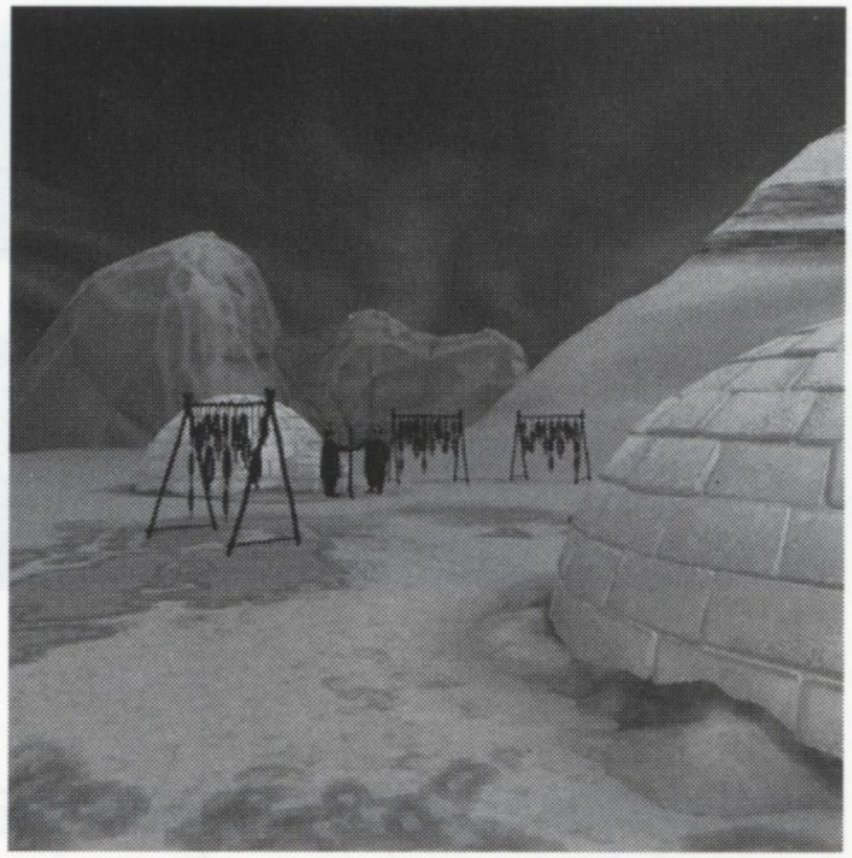
The young man who becomes champion of the men's games goes on to challenge the consort. If the current consort emerges victorious from the Challenge, he continues in his office for the next seven years.

If his challenger wins, then he becomes the new consort and his inception is celebrated throughout the island, for it is thought to guarantee renewed prosperity and happiness for all the people. The new royal consort will himself face the Challenge when seven years have passed.

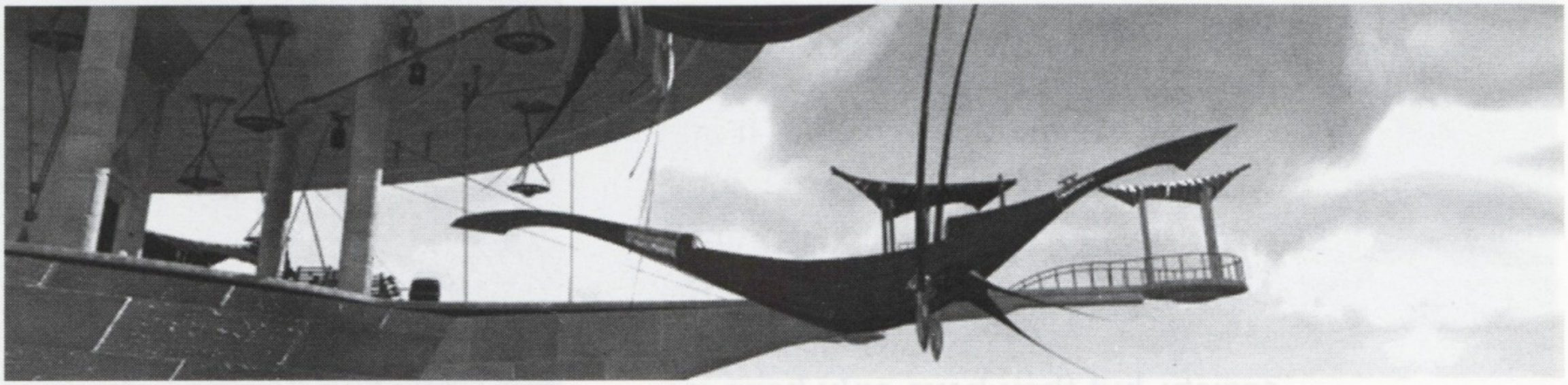
The rest of the world

Whatever the reasons which prompted the ancestors to choose Atlantis as their home, it has proven to be a good one, for it has kept the People far from the view of the rest of mankind. The Atlanteans are very much concerned to avoid contact with the rest of the world, and prefer all other peoples to remain in complete ignorance of the existence of their island and their civilization. The reason for this is not that the Atlanteans are jealous of their relatively advanced knowledge, their architecture, their crystal energy and their flyers; it is because they believe it would be irresponsible to interfere in the development of the rest of humanity. Any involvement with one or other tribe would inevitably result in an imbalance, an unnatural acceleration of that tribe's progress. The people of Atlantis feel strongly that they have no right to tamper in any way with the rest of mankind.

Atlanteans are, after all, a special people, blessed with the knowledge provided them by the crystals. It may be that this blessing is also a curse, for it has forced them to live apart. Throughout the ages, quite a few strangers have joined Atlantean society, but they have only been isolated individuals, and they may never again return to their tribes; what they have learned of Atlantis must never get back to the ears of their tribes. Given its undoubted advantages and the ease of life on the island, such a separation from one's own community can hardly be thought an overly cruel punishment. These new arrivals quickly integrate Atlantean society, marry into the island community and have children who are as Atlantean as anyone else.

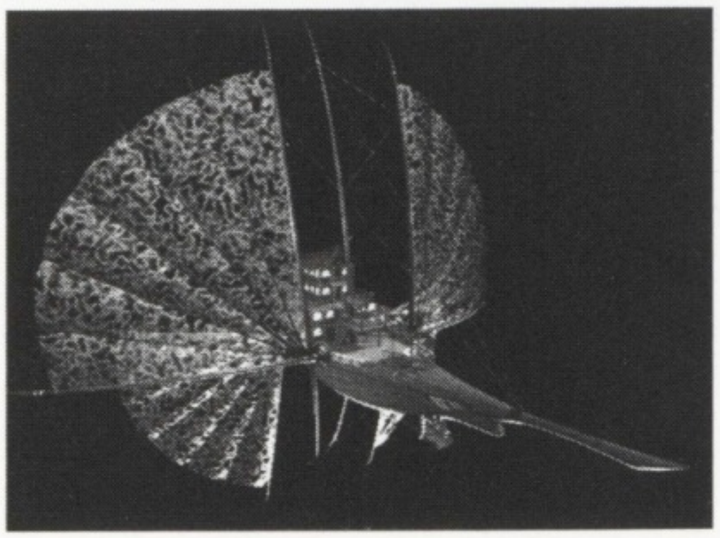


Flyers



The People regularly observe the rest of the world, from the air. The flying boats, or flyers, of Atlantis are surely the one thing that would most amaze any visitor to the island. These elegant wooden craft may be seen sailing through the sky at all times of day and night. Their principal function is to travel the world, carrying observers who note the movement of all the tribes of the Earth, the rise and fall of cities and states, the wars and calamities that beset humanity, and its slow but sure progress towards what we might call civilization.

Flyers are of several sizes. Most are designed to transport a pilot and several passengers. Others can carry several dozen. Some have space for a pilot only, and are used for carrying messages. The largest of all is the magnificent royal barge, a true palace of the air, which can transport scores of people. This vessel is reserved for the queen's annual flight around the island.



Crystal Energy

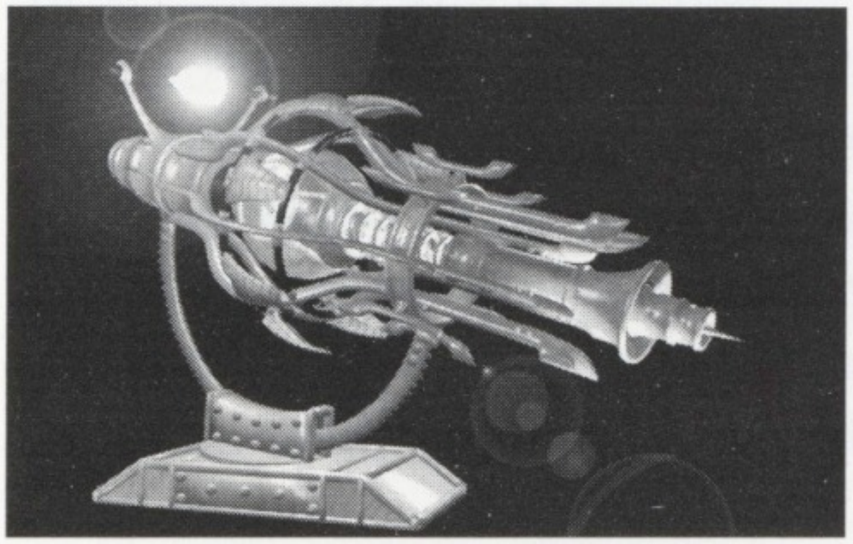
The flyers are piloted by women and men who have been trained to use the crystal energy that is the exclusive secret of Atlanteans. Nobody knows where the precious crystals came from, nor if there are hidden reserves elsewhere in the world. On Atlantis, there is a limited and dwindling number of them, some large, some small. They belong to families or to the palace, and are passed with reverence from one generation to the next. The larger crystals are to be found on the flyers; they provide the energy for the craft to remain in the air and to move. Flyers are seldom replaced, except in the rare event of an accident, and only if the onboard crystal can be recovered for use in the replacement craft, for there are none to spare.

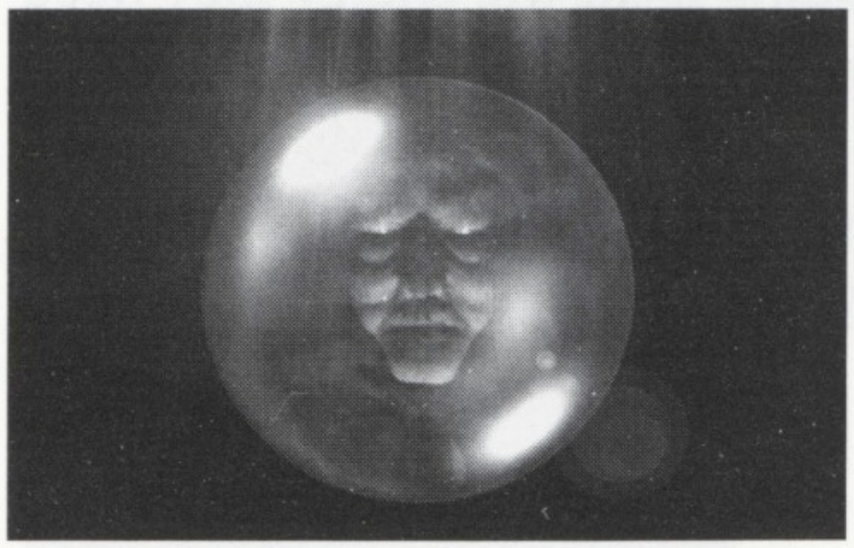
Crystals cannot be manufactured and there is no known source where new ones may be found. The smaller crystals are worn by pilots who use them to focus the energy they need to activate the flyers' onboard crystals.

Children of families which own crystals often become pilots, if they are found to have the power to focus. To make a present of a pilot's crystal is a great gift indeed, for it is surely the rarest and most precious thing in the world.

Training to be a pilot is a long and difficult process. It takes many months for even the most talented apprentice to learn to focus, to harmonize her mind with the mineral structure of her crystal, and then to use the crystal to activate and control a larger ship's crystal. And it is not enough to be able to move a flyer through the air; there is also the question of one's destination, of navigation.

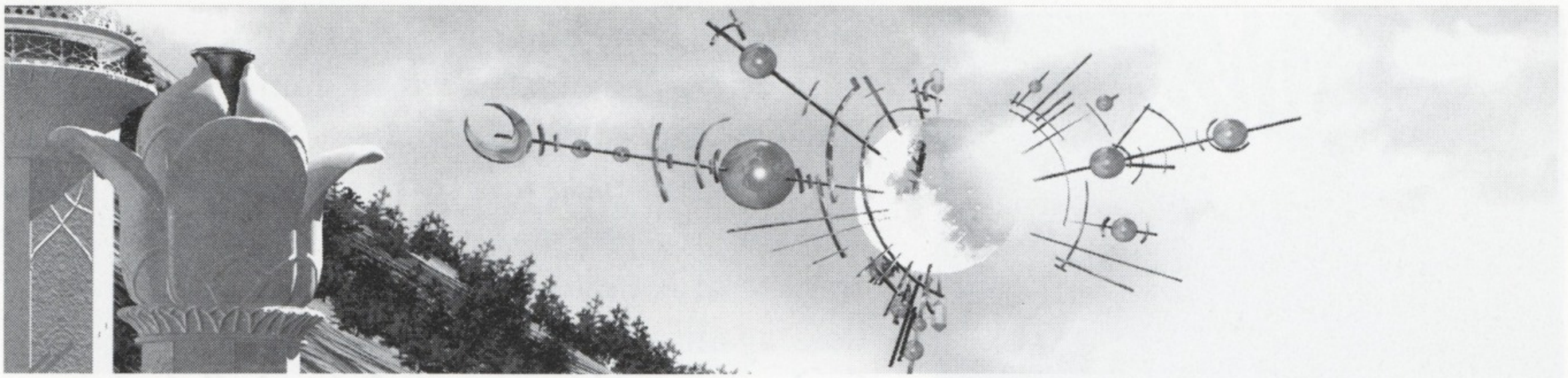
This is certainly the most arduous aspect of a pilot's training and takes several years to master. No pilot may fly if she or he has not passed the regular and rigorous navigation examinations. Crystals are much too rare to be lost through the inexperience or incompetence of pilots!





Pilots learn to navigate by memorizing an entire network of recognized places throughout the world. Each of these navigation points is symbolized by a specific image, and there are thousands of such images to be remembered, each in relation to its neighbors. Most pilots will never visit more than a fraction of the navigation points they have learned during training, and most of the images seem to fade from memory. And yet, should a pilot be shown any image she has learned, no matter how many years ago, she need only focus on her crystal, and her flyer will travel to the precise navigation point represented by that image. It seems as if, during training, the entire network is memorized not only by the pilot but also by her crystal.

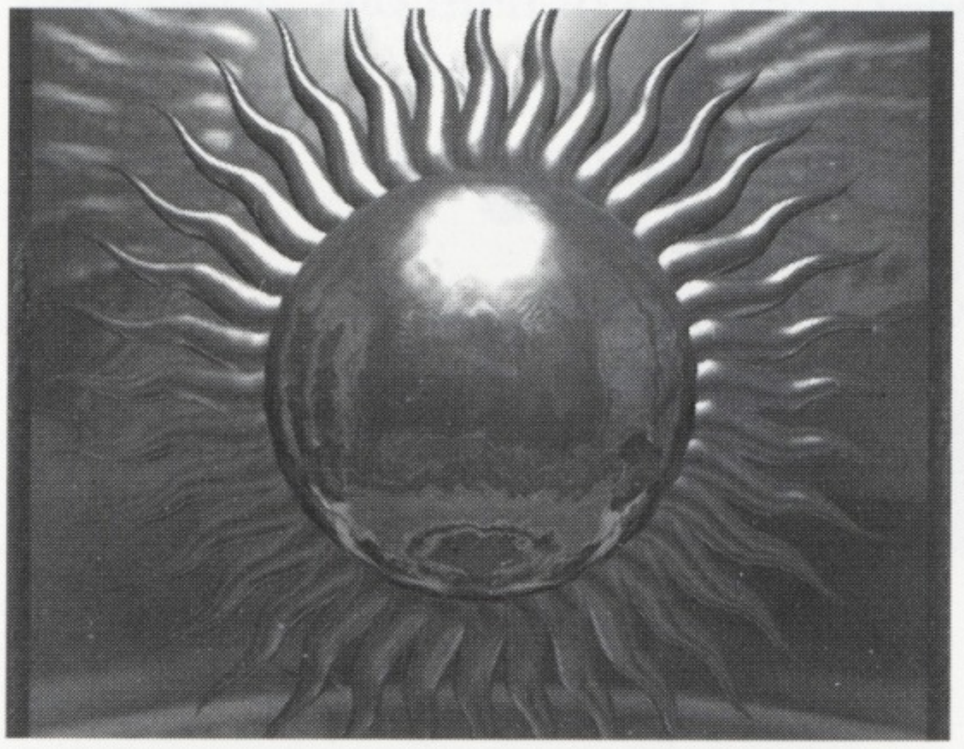
The Religions of Atlantis

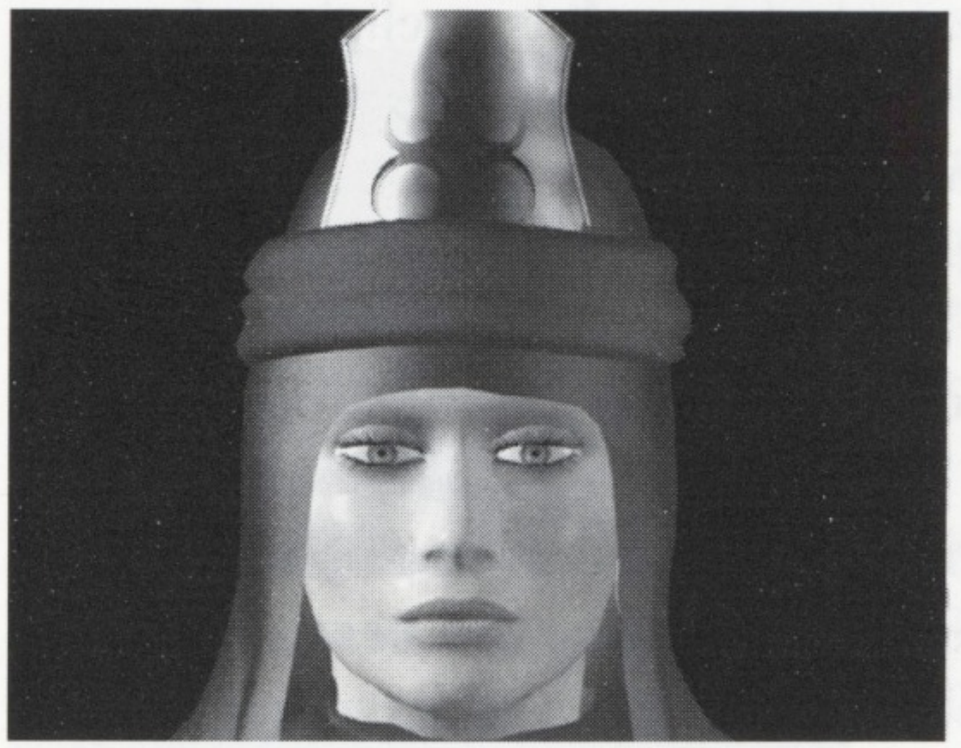


The people of Atlantis worship two deities, Ammu and Sa'at. Ammu is the goddess of the Moon. Hers is the principal cult and is organized by her priestesses. It is a religion of peace and understanding. Ammu is the loving mother of her people and provides them with all they might need. The priestesses – there are no priests of Ammu – live not only on Atlantis, but in a number of secret communities throughout the world. The priestesses have their own pilot school and maintain their own fleet of flyers.

Like the queen of Atlantis, the goddess Ammu has a consort. His name is Sa'at. He is also her son. One day, it is said, when he had become a youth, Sa'at went off alone to hunt, without telling his mother where he was going. He came across a sea monster, a great and hideous creature of unlimited strength. Sa'at was sure he could tame the beast, but soon found himself trapped in the monster's powerful tentacles. Sa'at may well have lost his life had Ammu not come looking for him. She was able to vanquish the creature, sending it back to its lair deep beneath the cosmic ocean.

Sa'at, though, had been changed by the battle, and became unstable, restless and sometimes prone to acts of senseless violence. He was given to destroying entire worlds for no reason.





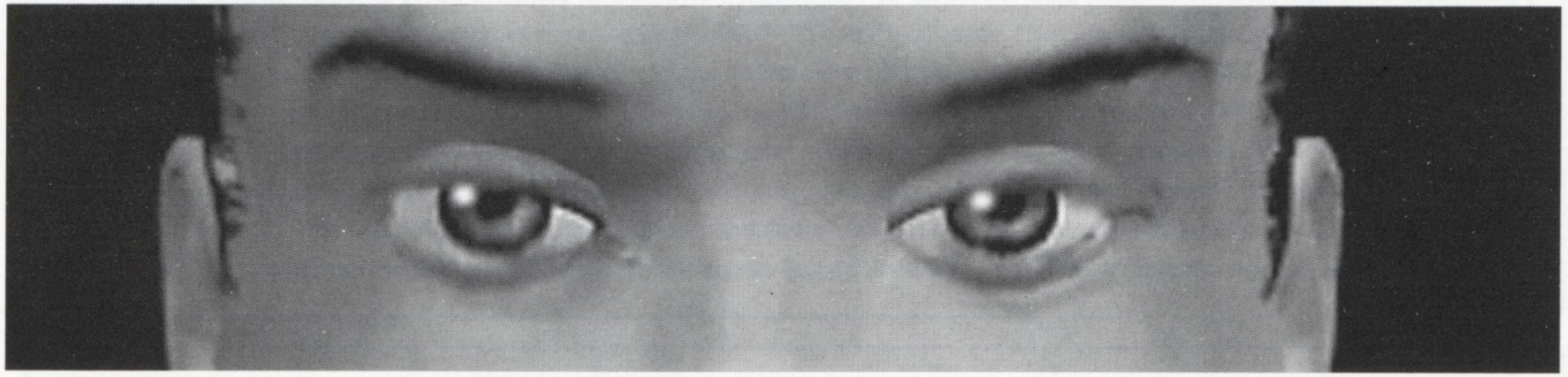
In order to bring him contentment and to calm his destructive energy, Ammu named him her consort and allowed him to aid her in the governing of the universe. His responsibility was the daily journey of the sun.

In spite of Ammu's efforts, Sa'at slowly grew restless again, and threatened to cause more havoc. So Ammu sent him away to fight a bull she knew of, a beast she was sure Sa'at would be able to defeat. Thereafter, whenever Sa'at seemed to be losing his sense of calm and contentment, she sent him to fight the bull, and was able, in that way, to keep her son and consort under control.

The cult of Sa'at is a secondary one on Atlantis. His priests are less numerous and of less importance than the priestesses of Ammu. However, they organize the yearly Sun Festival, a time of great exuberance, where the young men of the island take part in competitions which give them an opportunity to display their strength and agility, much to the delight and amusement of the island's young women.

The Lunar Festivals, of which there are two each year, are naturally of more importance, for they celebrate the divine generosity and wisdom of the beloved goddess.

SETH



Seth is the hero of the story recounted in *Atlantis, The Lost Tales*. He's a young man, barely out of boyhood, whose father has recently died after a short illness. Seth lost his mother when he was a baby; she was killed by tribesmen in a far-off corner of the world, after the flyer in which she was travelling had been caught in a violent thunder-storm and forced to land.

Seth has been invited to join the Queen's Companions. The experience will give him the opportunity to make new friends, travel with the queen and study what subjects he chooses to. He will remain with them for two or three years, before returning to his family home, probably to become a fisherman like his father and grandfather before him. Or he may decide instead to join the consort's Palace Guard. That doesn't seem a likely prospect, however, since the military life, even in its most honorary form, has never been a tradition in Seth's family.

As the tale begins, Seth is being flown to the palace, to begin his new life. He won't see Queen Rhea today, as Her Majesty, accompanied by most of her Companions, is visiting the northern part of the island.

Precaución

• Este disco compacto contiene software para la consola de videojuegos PlayStation®. Jamás lo utilice en otra máquina, porque podría estropearse. • Este disco se ajusta a las especificaciones de PlayStation® para el mercado europeo, y no debe usarse en las versiones de PlayStation® para fuera de Europa. • Para garantizar un empleo correcto, lea atentamente el manual de instrucciones de PlayStation®. • Inserte el disco en la PlayStation® con la cara que lleva el título impreso mirando hacia arriba. • Cuando maneje el disco, procure no tocar la superficie y sujételo siempre por los extremos. • Mantenga siempre el disco limpio y evite rayarlo. Si se ensucia, límpielo cuidadosamente con un paño suave. • No deje el disco cerca de fuentes de calor, no lo exponga a la luz solar directa y evite que entre en contacto con la humedad. • No intente usar un disco que esté combado o rayado, o en el que se haya utilizado algún tipo de adhesivo, porque ello podría provocar errores de funcionamiento.

Recomendaciones

• Descanse 15 minutos aproximadamente por cada hora que utilice la consola. • No utilice la consola si está muy cansado o si ha dormido poco. • Emplee la consola en una habitación bien iluminada y mantenga una distancia adecuada con respecto a la pantalla. • Las luces o formas luminosas parpadeantes que se encuentran en nuestro medio ambiente cotidiano pueden provocar ataques epilépticos a ciertas personas, lo que las hace susceptibles de sufrir un ataque mientras ven la televisión o utilizan videojuegos. Incluso aquellos jugadores que no hayan tenido jamás un ataque, pueden padecer de epilepsia sin saberlo. Si sufre de epilepsia, consulte con su especialista antes de utilizar videojuegos. También debe acudir al médico si, durante el juego, experimenta alguno de los siguientes síntomas: mareos, vista borrosa, espasmos musculares u otro tipo de movimientos involuntarios, desorientación, confusión mental y/o convulsiones.

En la última página de este manual encontrará el número de teléfono de atención al cliente (Customer Service No.)

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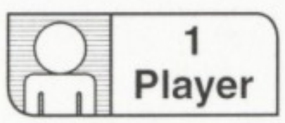

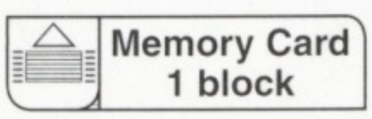

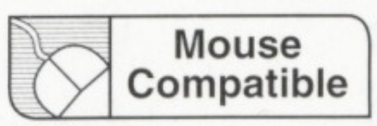

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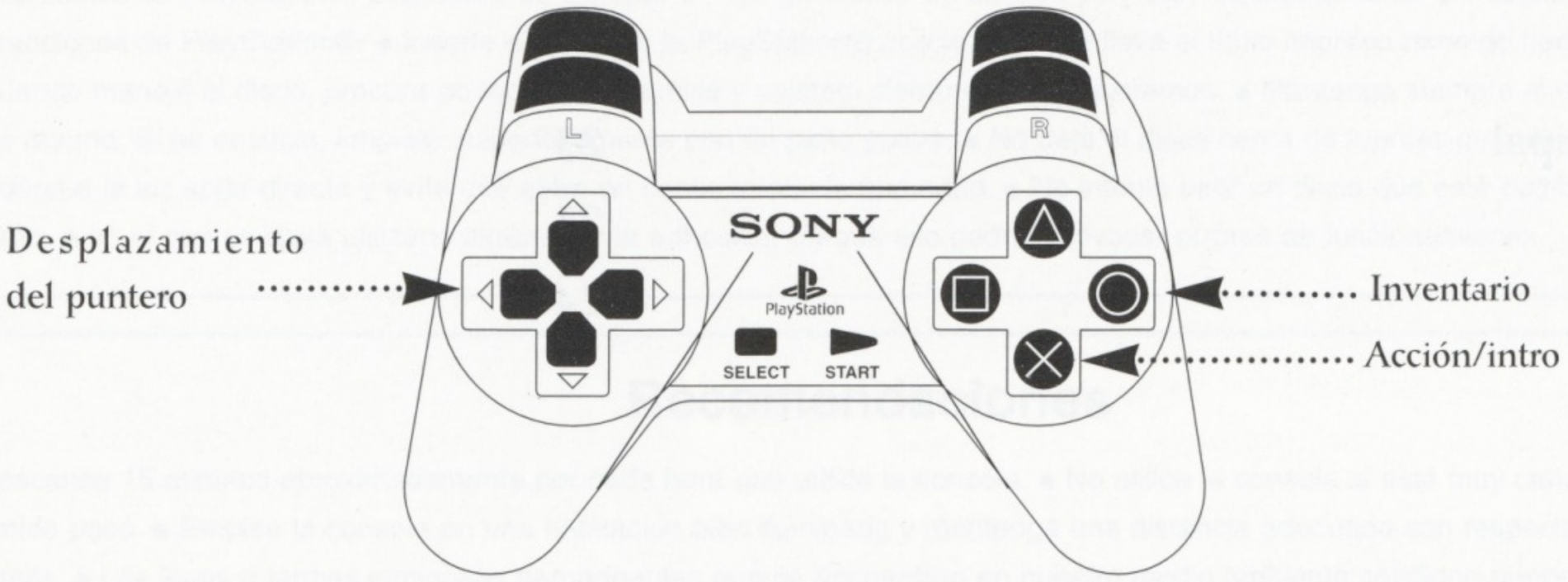
Puesta en marcha

Instale la consola PlayStation® siguiendo las instrucciones del manual de usuario. Asegúrese de que la consola está apagada, antes de introducir o retirar un disco. Introduzca el disco 1 ATLANTIS, Secretos de un mundo olvidado, cerrando después la tapa del disco. Conecte el mando y encienda la consola PlayStation®. Siga las instrucciones de la pantalla, para poder empezar a jugar. Se recomienda con toda seriedad no introducir ni retirar la tarjeta de memoria u otros periféricos, una vez que la consola está encendida. Antes de empezar, asegúrese de que la tarjeta memoria cuenta con suficiente espacio disponible.

Mando



El puntero le propone automáticamente las acciones que quiera realizar.
Para pasar un dialogo o una escena animada, pulse la boton X.
Puede utilizar el ratón para las escenas de aventura, pero la mando es necesaria para los enigmas y los menús.
Para abrir el inventario haga clic en el botón derecho del ratón. El botón izquierdo permite validar las acciones propuestas por el cursor.

Seleccionar los subtitulos en español

Para seleccionar un subtítulo en español, entre en el menú Setup y haga clic en Subtitles.
Cada vez que haga clic en Subtitles, estará seleccionando el siguiente idioma de la lista.
Se puede escoger entre: Sin subtítulos, Inglés, Español, Holandés o Sueco.

Menu principal

Desplace el cursor a una zona activa (que cambiará de color) y confirme pulsando la boton intro.
Entonces, podrá empezar una nueva partida, acceder al menú de opciones, retomar una partida, activar los subtítulos o visionar los créditos.
¡Simplemente elija!

Opciones

Desplace el cursor a una zona activa (que cambiará de color) y confirme pulsando la boton intro.

Guardar una copia de seguridad de una partida
Al volver al menú principal desde el juego, podrá guardar cada comienzo de capítulo.
Siga simplemente las indicaciones de la pantalla y confirme sus elecciones pulsando la boton intro. Si la tarjeta memoria está llena o no está formateada, podrá borrar una copia de seguridad o formatear la tarjeta memoria.
Cargar una partida
Para continuar el juego desde donde lo dejó, inserte su tarjeta de memoria que contenga la copia de seguridad y utilice este menú para cargar una partida. Siga simplemente las indicaciones de la pantalla y confirme sus elecciones pulsando el botón intro.
Para utilizar la tarjeta de memoria, esta debe tener por lo menos un lugar disponible o una copia de seguridad ya existente del juego.

Cada copia de seguridad le permite acceder a todos los capítulos en los que ya ha jugado. Podrá escogerlos desde la selección de capítulos.
Durante el juego, se le propondrá hacer copia de seguridad cada vez que empiece un nuevo capítulo de Atlantis, secreto de un mundo olvidado.

El juego

Teclee su nombre y haga clic en OX, acaba de entrar en el maravilloso mundo de Atlantis. En Atlantis, cuando una acción es posible aparece un cursor en el centro de la pantalla:

cursor de desplazamiento: para desplazarse, un doble clic le permite un desplazamiento más rápido.

cursor de interacción: para dialogar con los personajes o activar mecanismos.

cursor objeto: sirve para coger un objeto cuando se puede.

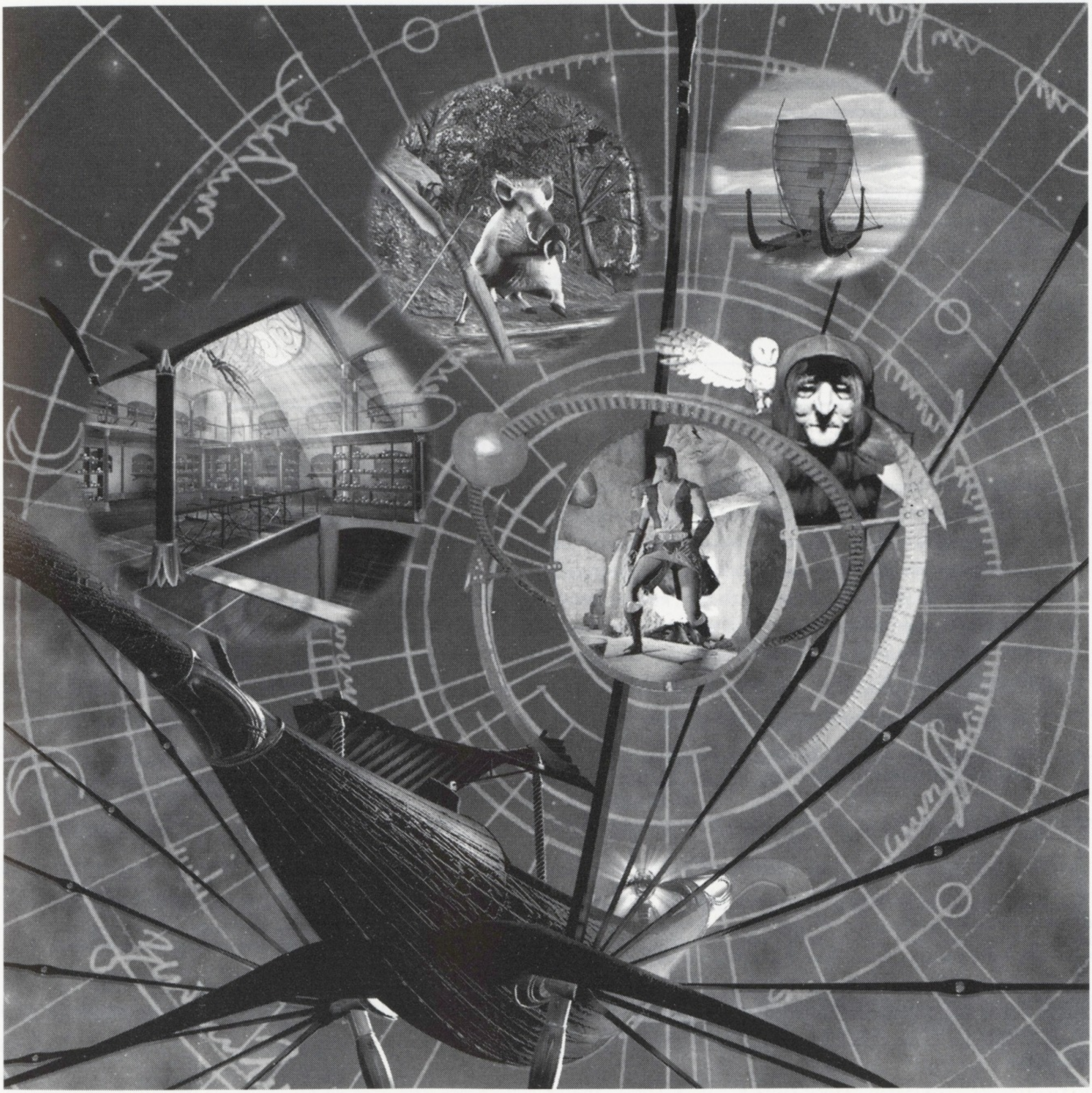
Durante todo el juego Seth tendrá que dialogar con los personajes.
Para dialogar con un personaje, póngase delante de él. Cuando el cursor de interacción aparece, acepte con X. Aparece una lista de sujetos como iconos gráficos; haga clic en el sujeto deseado.

El inventario
Durante su aventura, Seth tendrá que utilizar objetos para resolver enigmas y ganar la confianza de ciertos personajes. Utilice la boton O para ver el inventario; este último aparece en la parte inferior de la pantalla.
Haga clic en uno de los objetos para utilizarlo; de este modo se coloca en medio de la pantalla.

La pausa
Start le permite activar el modo pausa. Haga su elección en el menú.

Los enigmas
Una pantalla le indica los mandos específicos de cada enigma. Léalo antes de empezar cualquier enigma.

Las escenas animadas
Las escenas animadas le darán informaciones importantes. Mírelas con atención. Sin embargo es posible pasárselas pulsando X.



Waarschuwingen

Deze disc bevat software voor de PlayStation® home video spelmachine. Gebruik deze disc nooit op een ander soort machine: dit zou beschadigingen kunnen opleveren. Deze disc voldoet alleen aan de PlayStation® specificaties voor de Europese markt. Hij kan niet gebruikt worden op PlayStation® machines die voor landen buiten Europa zijn gemaakt. Lees zorgvuldig de PlayStation® Instructie Handleiding om er voor te zorgen dat je de disc op de juiste manier gaat gebruiken. Wanneer je de disc in de PlayStation® stopt, moet je er altijd voor zorgen dat de kant waar de titel op is gedrukt naar boven ligt. Als je de disc beetpakt, moet je er voor zorgen dat je het oppervlak niet raakt. Houd de disc aan de randen vast. Zorg er voor dat de disc schoon blijft en dat er geen krassen op komen. Wanneer het oppervlak toch vuil is geworden, moet je de disc voorzichtig schoonmaken met een zachte doek. Laat de disc niet in de buurt van hittebronnen liggen en voorkom dat de disc in direct zonlicht of in een vochtige omgeving blijft liggen. Probeer nooit om een gescheurde of kromgetrokken disc te gebruiken, of een disc die met plakband is gerepareerd want dit kan aanleiding geven tot besturingssysteemfouten.

Gezondheid

• Neem na een uur spelen altijd 15 minuten pauze. • Speel niet wanneer je heel moe bent of slaap tekort komt. • Speel in een goed verlichte ruimte op voldoende afstand van het TV-scherm. • Sommige mensen krijgen een epileptische aanval wanneer ze in hun dagelijkse omgeving te maken krijgen met flikkerende lichten of patronen. Deze mensen kunnen ook aanvallen krijgen terwijl ze televisie kijken of video-spelletjes spelen. Zelfs spelers die nog nooit een aanval hebben gehad, kunnen onverwachts last van epilepsie krijgen. Als je weet dat je epileptisch bent, moet je contact opnemen met je huisarts voordat je een video-spel gaat spelen en dit moet je ook doen wanneer je last krijgt van één of meerdere van de volgende symptomen tijdens het spelen: duizeligheid, veranderd zicht, spiertrekkingen, andere onwillekeurige bewegingen, je bent je niet meer bewust van je omgeving, geestelijk in de war zijn, en/of stuipen.

Zie de achterste pagina van deze handleiding voor de telefoonnummers van de Klanten Service (Customer Service No.)

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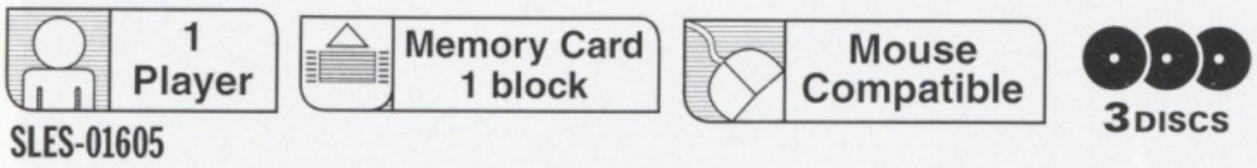

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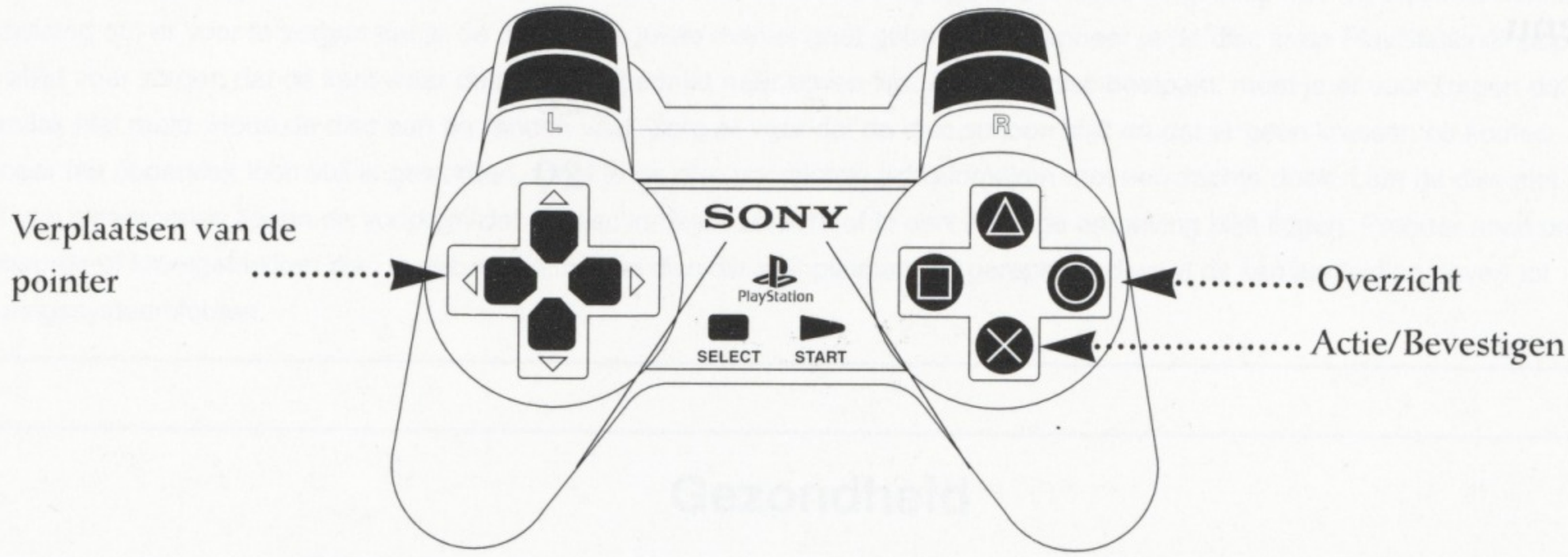
Opstarten

Installeer uw PlayStation® console volgens de de instructies van de gebruikershandleiding. Zorg er voor dat de console uitstaat alvorens een diskette in te voeren of te verwijderen. Voer de diskette 1 ATLANTIS, Geheimen van een vergeten wereld, in en doe het klepje van de diskette dicht.
Sluit de controller aan en doe de PlayStation® console aan. Volg de instructies op het beeldscherm om het spel te beginnen. Het is ten stelligste aan te raden geen geheugenkaart of andere randapparatuur te installeren of te verwijderen als de console eenmaal aan staat.

Controleer, alvorens te beginnen, of uw geheugenkaart over voldoende vrije ruimte beschikt.

Controller



De pointer stelt automatisch de te ondernemen handelingen voor.
Druk voor een dialoog of een bewegende scène op de toets X.

U kunt de muis gebruiken voor de avonturenscènes, maar u heeft de controller nodig voor de raadsels en menu's.
Klik op de rechtermuisknop om het overzicht op te roepen. Met de linkerknop kunt u de door de cursor voorgestelde acties bevestigen.

Kies nederlandse ondertitels

Ga voor het kiezen van de nederlandse ondertitel naar het Setup menu en klik op Ondertitels.
Elke keer dat u op Ondertitel klikt, kiest u vervolgens de te kiezen taal.
U kunt kiezen uit: Geen ondertitels, Engels, Spaans, Nederlands of Zweeds.

Hoofdmenu

Verplaats de cursor naar een actieve zone (hij verandert dan van kleur) en bevestig deze keuze door op de bevestigingstoets te drukken.
U kunt dan een nieuw spel beginnen, toegang krijgen tot het optiemenu, met een reeds begonnen spel doorgaan, de ondertiteling inschakelen of het aantal behaalde punten bekijken.
Maak uw keuze!

Opties

Verplaats de cursor naar een actieve zone (hij verandert dan van kleur) en bevestig deze keuze door op de bevestigingstoets te drukken.

Back-up van een spel
Wanneer u vanuit het spel teruggaat naar het hoofdmenu, kunt u ieder begin van een hoofdstuk back-uppen.
Indien de geheugenkaart vol of niet geformatteerd is, kunt u een back-up wissen of de geheugenkaart formatteren.

Opladen van een spel
Om door te gaan met een spel op het punt waar u hiermee opgehouden was brengt u de geheugenkaart met de back-up in en gebruikt u dit menu om het spel op te laden.Volg de instructies op het beeldscherm op en bevestig uw keuzen door op de bevestigingsknop te drukken.
Om de geheugenkaart te kunnen gebruiken, moet deze minstens over één vrije plaats beschikken of moet het spel reeds een keer in het geheugen opgeslagen zijn.
Iedere back-up stelt u in staat toegang te krijgen tot alle hoofdstukken waarin u al gespeeld heeft. U kunt deze kiezen bij de hoofdstukselectie.
Iedere keer dat u tijdens het spelen aan een nieuw hoofdstuk van Atlantis, geheim van een vergeten wereld, begint, stelt het programma u een back-up voor.

Het spel

Tik uw naam in en klik op OK, voor toegang tot de prachtige wereld van Atlantis.
In Atlantis verschijnt op het midden van het beeldscherm een cursor wanneer een handeling mogelijk is:

verplaatsingscursor: met een dubbelklik kunt u zich sneller verplaatsen.

interactiecursor: om contact te maken met de personages of om mechanismen te activeren

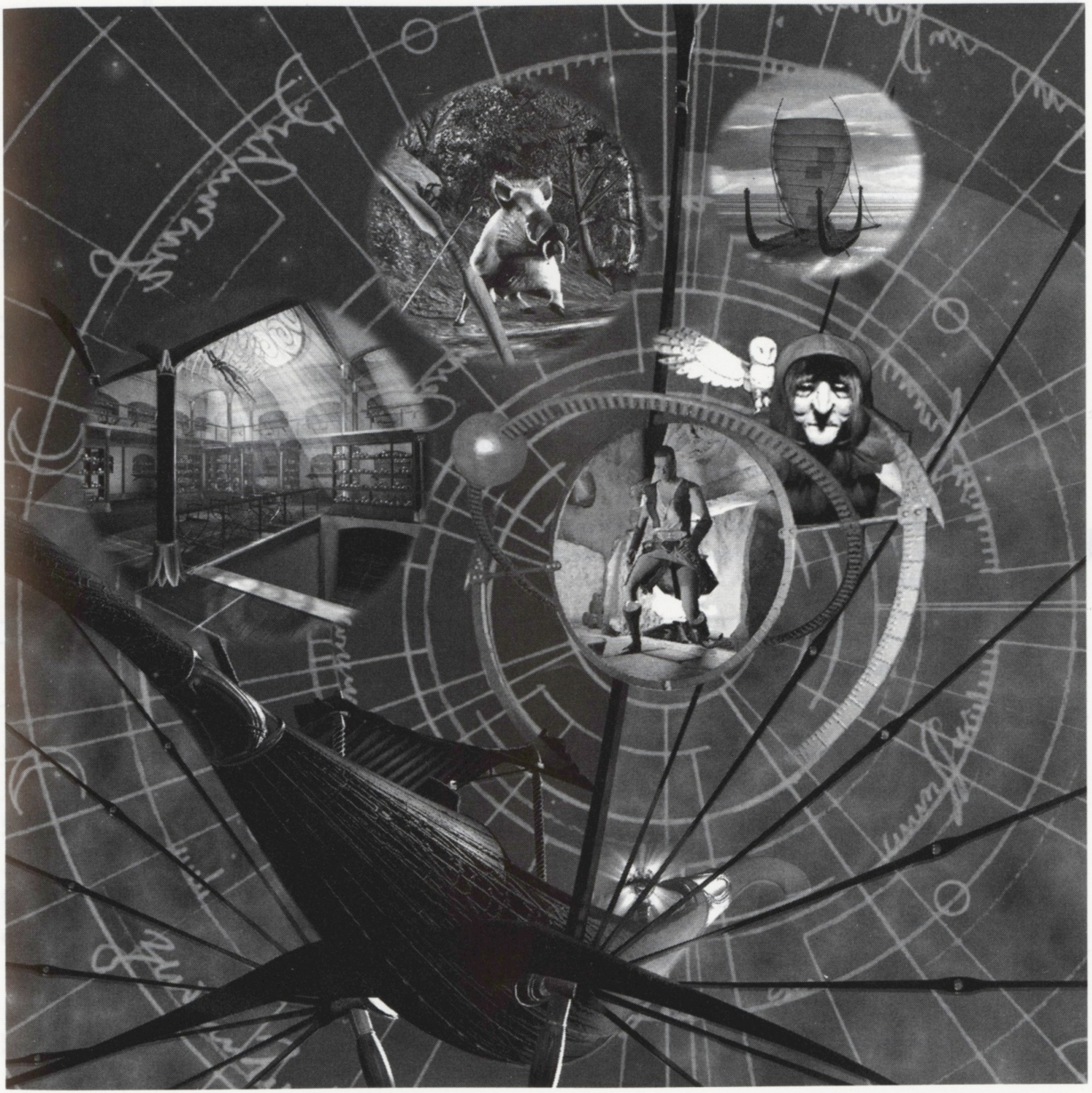
voorwerpcursor: hiermee kunt u een voorwerp oppakken dat u gewonnen heeft.

Tijdens het gehele spel moet Seth contact maken met de verschillende personages.
Om contact te krijgen met een personage plaatst u zich recht voor hem. Wanneer de interactiecursor verschijnt, bevestigt u met X. Een lijst onderwerpen verschijnt in de vorm van iconen; klik op het gewenste onderwerp.

Het overzicht.
Tijdens het gehele avontuur moet Seth voorwerpen gebruiken om de raadsels op te lossen en het vertrouwen van bepaalde personages te winnen. Gebruik de O toets om het overzicht op te roepen; deze verschijnt onderin het beeld. Klik op het voorwerp dat u wilt gebruiken; dit verplaatst zich dan naar het midden van het beeldscherm.
De pauze
Met Start kunt u een pauze inlassen. Maak vervolgens uw keuze in het menu.

De raadsels
Een beelscherm toont u de specifieke commando's van ieder raadsel. Lees deze door alvorens hieraan te beginnen.

De bewegende scènes
De bewegende scènes geven u belangrijke informatie. Bekijk ze aandachtig. U kunt ze overslaan door op X te drukken.



Varning till användare

Denna diskett innehåller mjukvara för PlayStation®-enheten, avsedd för hemmabruk. Använd aldrig denna diskett på andra maskiner då dessa kan förstöras. Denna diskett är enbart anpassad enligt europeiska PlayStation®-specifikationer. Den kan inte användas på PlayStation®-enheter anpassade enligt utomeuropeiska specifikationer. Läs instruktionsmanualen till din PlayStation® noga för att tillförsäkra korrekt användning. När du stoppar in denna diskett i PlayStation®-enheten måste du se till att rätt sida är vänd uppåt (sidan med förtryckt speltitel). Se till att du inte vidrör diskettens yta utan håller den längs kanten. Håll disketten ren och fri från rispor. Om ytan blir smutsig bör du torka den försiktigt med en mjuk trasa. Förvara inte disketten nära någon värmekälla, i direkt solljus eller på platser med hög fuktighet. Använd aldrig en diskett som spruckit, disfigurerats eller reparerats med självhäftande material, då detta kan leda till felaktig återgivning.

För din hälsa

• Ta en paus på ca 15 minuter varje timme medan du spelar. • Spela inte om du är mycket trött eller har sovit för lite. • Se till att rummet du spelar i är väl upplyst, och sitt så långt från skärmen som sladden tillåter. • Vissa individer drabbas av epileptiska anfall när de utsätts för blinkande ljus i det vardagliga livet. Dessa personer kan drabbas av attacker när de tittar på TV eller videospel. Även de spelare som inte tidigare drabbats av attacker kan lida av hittills oupptäckta epileptiska tillstånd. Konsultera din läkare innan du börja bruka videospel om du lider av epilepsi, eller uppsök läkare utan dröjsmål om du skulle uppleva något av följande: yrsel, förändrad synförmåga, muskelryckningar, andra ofrivilliga rörelser, förlorad känsla för omgivningen, mentala rubbningar och/eller konvulsioner.

Se sista sidan i denna manual för hur man kontaktar Kundtjänst (Customer Service No.)

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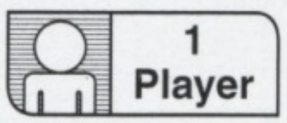

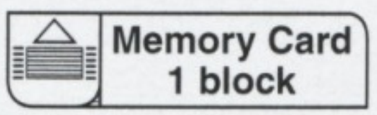

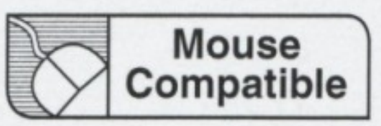

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INNEHÅLLSFÖRTECKNING

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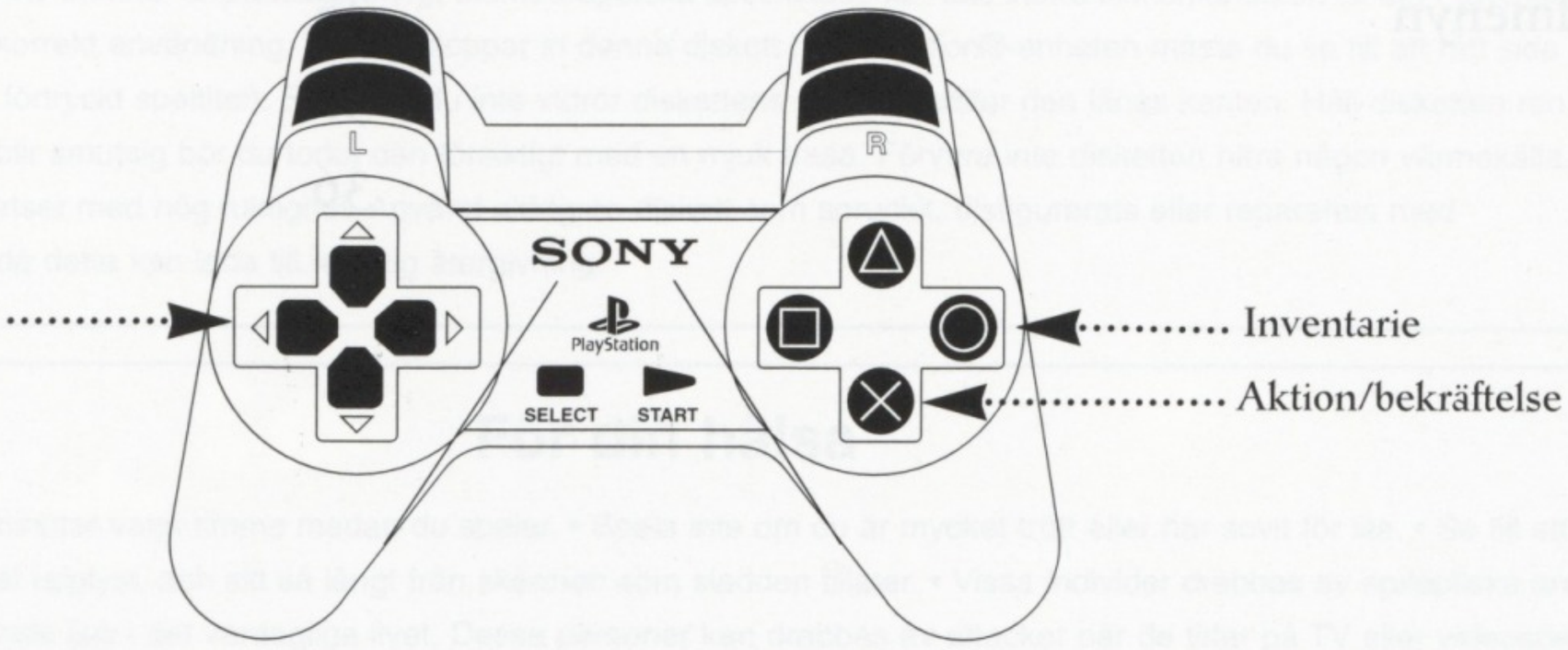
Start

Installera din spelkonsol PlayStation® med hjälp av anvisningarna i användarhandboken. Kom ihåg att spelkonsolen skall vara släckt innan du sätter in eller tar ut en skiva. Sätt in skiva 1 ATLANTIS, Den glömda världens hemligheter och stäng skivans fodral. Anslut handkontrollen och tänd spelkonsolen PlayStation®. Följ anvisningarna på skärmen för att börja spelet. Kom ihåg att aldrig sätta in eller ta ut minneskort eller andra perifiera enheter så länge spelkonsolen är tänd.

Se till att minneskortet har tillräckligt många lediga platser innan du börjar spela.

Handkontrollen



Pekaren visar automatiskt vilka handlingar du kan utföra.
Tryck på X knappen för att gå över till dialog eller filmscen.

Du kan använda musen för äventyrsscenerna men handkontrollen behövs för gåtor och menyer.
Öppna inventarielistan genom att trycka på musens högra knapp. Vänster knapp används för att bekräfta de handlingar som pekaren anger som möjliga.

Välj svenska underrubriker

Välj svensk underrubrik genom att gå in i Installationsmenyn och klicka på Underrubriker.
Varje gång du klickar på Underrubriker kan du välja nästa möjliga språk.
Du kan välja bland : inga underrubriker, engelska, spanska, nederländska eller svenska.

Huvudmenyn

Flytta pekaren inom den aktiva zonen (pekaren ändrar nu färg) och bekräfta genom att trycka på bekräftelseknappen.
Nu kan du börja en ny spelomgång, gå in i tillvalsmenyerna, gå tillbaka till en spelomgång, ta fram underrubriker eller titta på krediten.
Det är bara att välja!

Tillval

Flytta pekaren inom den aktiva zonen (pekaren ändrar nu färg) och bekräfta genom att trycka på bekräftelseknappen.

Spara en spelomgång
Du kan spara varje kapitels början genom att gå tillbaka till huvudmenyn från spelet.
Följ anvisningarna på skärmen och bekräfta dina val genom att trycka på bekräftelseknappen. Om minneskortet är fullt eller om det inte formaterats kan du radera ut en sparad spelomgång eller formatera minneskortet.

Ladda en spelomgång
Sätt in ditt minneskort med den sparade spelomgången för att kunna fortsätta spelet där du lämnade det sist eller använd denna meny för att ladda en ny spelomgång. Följ anvisningarna på skärmen och bekräfta dina val genom att trycka på bekräftelseknappen. För att du skall kunna använda minneskortet måste det innehålla minst en ledig plats eller en sparad spelomgång.
Var gång du sparar kan du gå tillbaka till de kapitel du redan spelat. Du kan också välja kapitel från kapitellistan.
Under spelets gång kan du spara varje gång du börjar ett nytt kapitel i Atlantis, den glömda världens hemligheter.

Spelet

Knappa in ditt förnamn och klicka på OK. Nu kan du gå in i Atlantis underbara värld.
I Atlantis visas en pekare mitt på skärmen när du kan handla:

flyttpekare - används för att förflytta dig. Dubbelklicka om du vill flytta dig snabbare,

interaktiv pekare - används för att samtala med personligheterna eller sätta igång mekanismerna.

föremålspekare - används för att ta upp ett föremål när detta är möjligt.

Under spelets gång behöver Seth samtala med olika figurer.
Placera dig mitt framför den figur du vill prata med. När den interaktiva pekaren visas validerar du med X. En ämneslista med ikoner visas. Klicka på önskat ämne.

Inventarie

Under äventyrets gång behöver Seth olika förmål för att lösa gåtor och vinna vissa figurers förtroende. Använd tangenten O för att ta fram inventarielistan, som visas längst ner på skärmen. Klicka på ett föremål när du vill använda det. Föremålet går då till skärmens mitt.

Paus

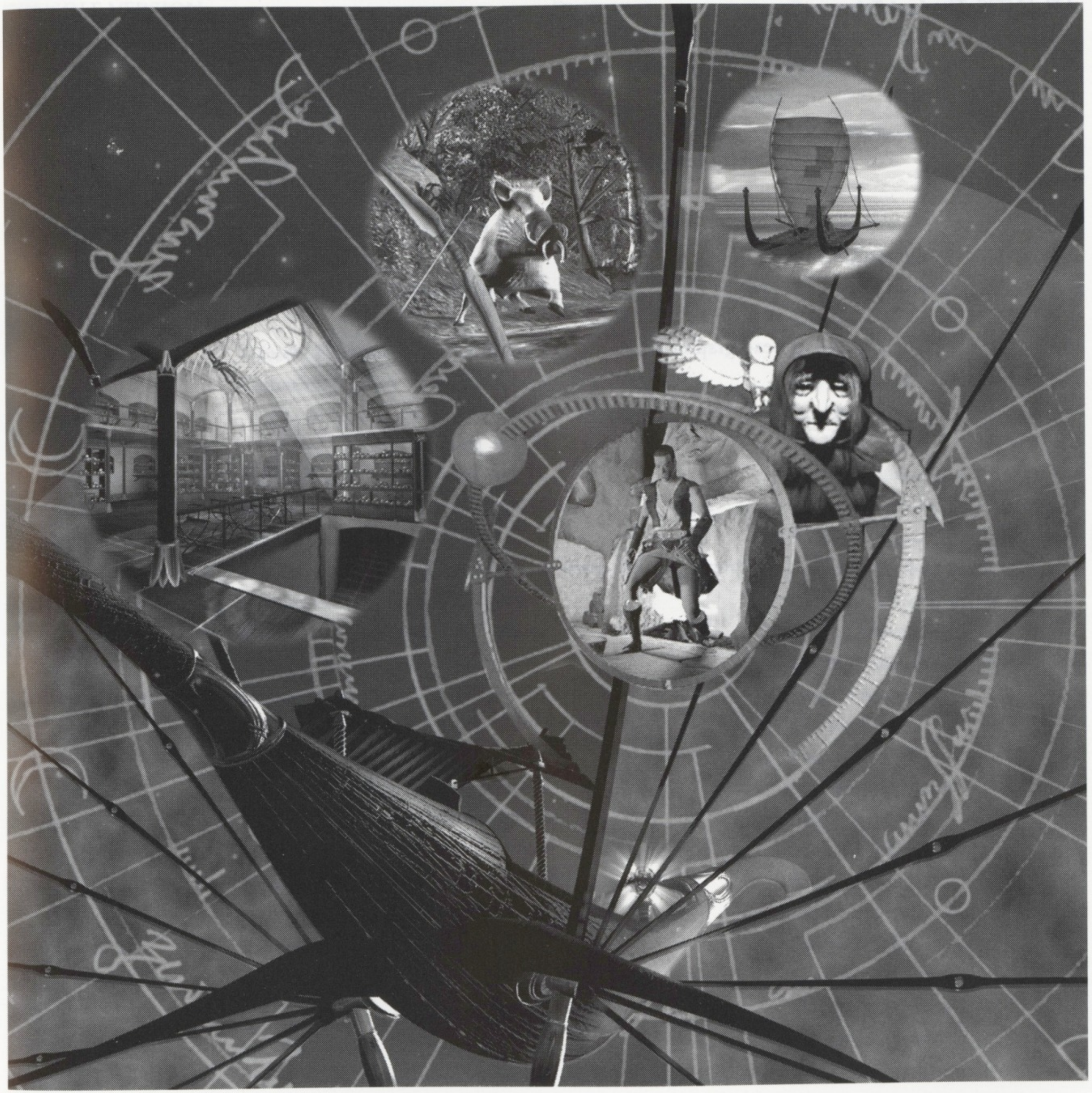
Ta in pausmod med hjälp av startknappen. Välj sedan i menyn.

Gåtor

Skärmen visar vilka kommandon som kan användas för var och en av gåtorna. Läs skärmen innan du börjar lösa gåtorna.

Filmscener

Filmscenerna ger dig viktiga upplysningar. Titta uppmärksamhet på dem. Du kan gå förbi dem genom att trycka på X.



ATLANTIS, The Lost Tales
A game by CRYO INTERACTIVE ENTERTAINMENT

Directed by	Remi Herbulot
Project Management	Régis Carlier & Danièle Herbulot
Based on a story by	Johan Robson
Graphic design	Thomas Boulard
Lead graphic artists	Laurent Fisher Jean Frechina David Le Corvec Cyrille Thomas Olivier Train Sohor Ty
Additional graphic artists	José Manuel Garcia Estan Christian Farcy Daniel Tecquiert François Hommet Sébastien Bertin Nicolas Bonvalet Laurent Baudet Henri Gonzalez Jean Lamoureux Franck Letiec Thierry Roger Hubert Szymczak Emmanuel Vasse Frédéric Vico

CONSOLE VERSION

Production Director	Philippe Bayle
Main Programmer	Frédéric Nespoulous
Additionnal Programming	Pierre-Eric Loriaux Michel Salvado
With the assistance of	Tonie Djelloul-Germonville
Many thanks to	Danièle Herbulot Catherine Saurat

ORIGINAL VERSION

Chief programmer	Eric Safar
Omni3D & compression	Pascal Urro
Omnisync programming	Sameh Chafik
Macintosh programming	Christophe Le Bouil
Additional programming	Jacques Gerard Philippe Aubessard Olivier Carado
3D programming	Benoit Hozjan Olivier Nemoz Hubert NGuyen
Motion capture programming	Philippe Lamoureux
Music	Stéphane Picq & Pierre Esteve
Sounds effects	Jean Marc Delon & Jean Batiste Merland
Digitization	Giovanni Mazza Shooting Star
Sound Team management	Stéphane Castaing
Texts	Johan Robson
Actors	Paul Bandey Nick Calderank Christian Erikson David Gasman Ed Markus Gay Marshall Ian Marshall Pat Pierrangeli Karen Strasman Vivienne Vernes Daniel Bremont Dominique Chagnaud Christine Delaroche Anne Deleuze Pierre-Alain De Garrigues Pascal Germain Olivier Korol Patrick Laplace Mariannick Mahe Mathieu Rivolier Bernard Woringer Sabine Kreft Andrea Koch Sabine Müller Martin Ploderer Hansjörg Schnass Florian Schneider

Actors	Joachim Seitz Peter Semmler Christian Stonner Doris Streibl Peter Wollasch
Actors directed by	Johan Robson Christian Stonner
Recording studios	Studio Stakato Studio 1 Scott Production Shooting Star
Quality Assurance	Jean Luc Hadi
Management	Dominique Roux Soni Vuong
Publishing Management	Patrice Rullier Tuyen Nguyen Christine Bohec
Marketing	Thomas Kleingartner Andreas Stock Cédric Marechal
Sales	Alain Coutand Patrick Benoit Benoît Faure
Packaging	Eliane Fiolet
Manufacturing	Carine Lapoumeroulie
Produced by	Remi Herbulot Jean Martial Lefranc Philippe Ulrich

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• Danmark 31 23 24 04

Åben Man-Tors 16.00-19.00

Du bedes ringe til dette kundeservicenummer for support til din PlayStation.

• Suomi (09) 887 331

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• France 01 40 88 04 88

Veuillez appeler notre service clientèle à ces numèros seulement pour une assistance technique concernant la PlayStation.

• Deutschland 01805 / 766 977

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• Greece (00 301) 6777701

Παρακαλούμε να καλείτε αυτά τα Τηλέφωνα Εξυπηρέτησης Πελατών μόνο για τεχνικη υποστήριξη για την κονσολα PlayStation

• Ireland (01) 4054022

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• Italia 167 520 523

Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.

• Nederland 0495 544 562

Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.

• New Zealand (09) 415 2446

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• Norge 6679 9620

• Portugal (01) 318 7306

Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation

• España 902 102 102

Por favor, llama a los siguientes nùmeros de nuestro Servicio de Atenciòn al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.

• Sverige 08 510 196 00

Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.

• Schweiz 0900 55 20 55 Ein Anruf kostet Fr. 1. -/min.

Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigen um Erlaubnis fragen

• UK 0990 99 88 77

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